

WEB

CodeOverdose.es

LINKEDIN

linkedin.com/in/frahermur

ARTSTATION

artstation.com/codeoverdose

MORE INFORMATION

- Total availability.
- Mobility available.

CONTACT



+34-636229465



fcojavierhnandez@gmail.com



Sevilla

LANGUAGES

Spanish

Native.

English

High Level

INTERESTS

D&D Master at times.
Resin crafts, mostly dice making.
Anime and Manga.
Gamer as well.

Francisco Javier

Hernández Murillo

Game Programming

ABOUT ME

- Master's graduate in video game programming and virtual reality.
- Experienced Unity & C# developer, learning Unreal and C++.
- Fluent in Spanish and English.

WORK EXPERIENCE

Unity Developer - FunTech Rocket - Internship

04/2023 - 06/2023

- Observer patterns, and event-driven programming.
- Enhanced code quality through refactoring and diligently solved and identified bugs for optimal functionality.
- Managed version control to ensure smooth and efficient project updates.
- Implemented a new save and progress system for the application that connected with Firebase to provide a better service with no errors.

PERSONAL PROJECTS

Unity Developer - BallDown

11/2022 - 04/2023

"BallDown" is a Unity project that began as an initial step in my video game development career. As my knowledge expanded, so did the project.

Interesting systems:

- Level selector and save system.
- Shop manager with powerups and different player models.
- Smoother Camera controls.

Highly recommend checking it out on my itch.io

ACADEMIC DATA

Master in Unreal Game Programming and C++

Tokio School - 08/2023 - 08-2025 (Expected)

Master in Unity Game Programming and Virtual Reality

Tokio School - 04/2021 - 04-2023

Computer Engineering - Computer Technologies

University of Seville - 09/2019 - 04/2021 (Not finished)

High school diploma in Technological Sciences - I.E.S Miguel de Mañara

09/2016 - 05/2019

SKILLS

C#	Unity
C++	Unreal
Github	Firebase